



Helps for Skat Players



== By ==
FLORENCE
LINDER
McCOLL
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Class GV 1257

Book .M 2



HELPS FOR SKAT PUPILS

BY

FLORENCE LINDER McCOLL

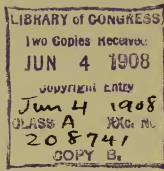


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PREFACE

When the first edition of this little book was published it was intended solely for use in my classes, but its simplicity and convenience for reference have appealed to Skat players at large and the demand for it has warranted the second edition, which is now offered with added subject matter of interest, keeping the original spacing and arrangement of games.

FLORENCE LINDER MCCOLL.

CONTENTS

	Page
Simple Rules or Laws	5
Unit Value of Games and Counting Value of Cards	6
Description of Games.....	7
Position at the Table and How to Bid	8
Bidding	9
Matadores and Multipliers—Value of the Hand	10
General Rules for Play.....	11
Tourné.....	12
Solo	13
Grand Solo	14
Grand Guckser.....	15
Grand Tourné	16
Grand Ouvert.....	17
Nullo	18
Nullo Guckser—Null Ouvert—Revolution.....	19
Ramsch	20
Advice	21
Scoring.....	22

SIMPLE RULES OR LAWS

CUTTING

Ace is high in cutting, but low deals.

Cards must be cut by the player to the right of the dealer.

Cut always toward the dealer.

SHUFFLING

Before each deal the cards should be shuffled at least three times without exposing a card.

DEAL

It is customary for the player at the left of the score-keeper to take the first deal and the deal passes in order to the left.

32 cards only are used; all below the 7 being deleted, and they are dealt as follows: 3 to each player—2 on the table, face down (the Skat); then 4, then 3.

Each deal represents a game, but there must be as many deals as there are players to complete a round.

If a card is faced there must be a new deal.

When there are four players the dealer takes no cards.

Dealer is fined 10 points for misdeal, but does not lose his deal.

No trick but the one last turned and quitted can be seen, and that only before a card for the next trick is led.

A player who examines any but the last trick taken, or counts the points therein, loses the game announced.

Revoke loses game.

Leading or playing out of turn loses game.

Tricks must be kept separated.

UNIT VALUE OF GAMES

Frage or Simple.... in Diamonds	1	Grand Tourné.....	12
“ “ Hearts...	2	“ Solo.....	16
“ “ Spades...	3	“ Guckser.....	Won 12
“ “ Clubs....	4	“ “ <u>Lost</u>	24
		“ Ouvert.....	24
Tourné.....in Diamonds	5		
“ Hearts...	6	Ramsch.....	20
“ Spades...	7	“ 1 player taking no tricks	30
“ Clubs....	8	“ 2 players “ “	50
Solo.....in Diamonds	9		
“ Hearts...	10	Nullo.....	20
“ Spades...	11	“ Guckser.....	Won 16
“ Clubs....	12	“ “ <u>Lost</u>	32
		“ Ouvert.....	40
Pass't Nicht Tourné ...Loses double		Revolution.....	60

There are three kinds of games: First—Where both suits and Jacks are trumps. Frage, Tourné and Solo. Second—Where Jacks alone are trumps. Grands and Ramsch. Third—Where there are no trumps. Nullos.

In all games but Nullos Jacks are the four best trumps, and rank as follows: Jack of Clubs, Jack of Spades, Jack of Hearts, Jack of Diamonds. Remaining cards in trump and plain suits rank: A., 10, K., Q., 9, 8, 7.

In Frage, Tourné and Solo, Jacks and a suit are trumps, making eleven trumps, and seven cards in each plain suit.

In Grands and Ramsch Jacks only are trumps, and there are seven cards in each suit.

In Nullos there are no trumps, Jacks lose their value and cards rank A., K., Q., J., 10, 9, 8, 7, making eight cards in each suit.

COUNTING VALUE OF CARDS

4 Aces, each 11.....	44	To win game 61 points must be made
4 Tens, each 10.....	40	—
4 Kings, each 4.....	16	
4 Queens, each 3.....	12	The Player loses in case of a tie
4 Jacks, each 2.....	8	—
Total.....	120	Points—not tricks—count for game

THE GAMES

1—FRAGE, TOURNE AND SOLO

Jacks and suits are trumps, and game values are increased by multipliers.

Frage—The Player takes up the Skat, and announces the trump.

Tourné—The Player turns up one of the Skat cards, the suit of which becomes trump.

Solo—The Player declares the trump from his hand and plays without the Skat.

Pass't Nicht Tourné—A Tourné in which the card turned does not suit the Player; he then looks at the other, which must be the trump.

2—GRANDS AND RAMSCH

Jacks only are trumps, and each game has a unit value, increased in Grands, by multipliers.

Grand Tourné—The Player bids for Tourné, but turning a Jack may announce Grand.

Grand Solo—The Player announces Grand and plays without the Skat.

Grand Guckser—The Player plays Grand with the help of the Skat.

Grand Ouvert—The Player plays with hand exposed, and must take every trick.

Ramsch is played when no one bids; Player taking most points loses.

3—NULLOS

Game has fixed value—no trumps, no multipliers. The Player must not take a trick.

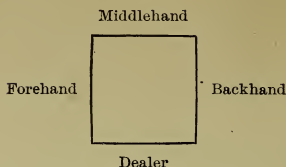
Guckser Nullo—The Player has the help of the Skat.

Nullo—The Player does not have the help of the Skat.

Nullo Ouvert—The Player plays without the Skat, and with hand exposed.

Revolution—The Player plays without the Skat, and with hand exposed, and opponents may consult as to play.

POSITION AT TABLE



Forehand or eldest-hand (Vorhand) is left of the Dealer and always has the first lead.

Middlehand (Mittelhand) is on the left of Forehand, and has the first bid.

Backhand (Hinterhand) is on the left of Middlehand.

When three play, Dealer is Backhand.

When four play, Dealer takes no cards; he is "im Skat" and shares the fortunes of the opponents.

HOW TO BID

Middlehand has the first say and bids to Forehand, who must say "yes" (meaning he has as good a hand), if he has a game of equal value, it being his privilege to retain the bid—

If Middlehand does not wish to bid or if Forehand refuses to let him have the game at his highest offer, then Backhand can bid to Forehand, but must raise the bid—

If Forehand says "no" to Middlehand (meaning that he has not as good a game as he is offered), then Backhand can bid to Middlehand, but must raise the bid, Middlehand now having the privilege of retaining the bid—

If neither Middle nor Backhand bid, or if their bids are refused by Forehand, he may name the game; if he has no game to offer, Ramsch must be played.

The successful bidder announces the game and is called "The Player," the others combine against him.

BIDDING

Bid Tourné with: 2 Jacks and 2 Aces and a third suit protected; with 3 Jacks and 1 Ace; with 1 Jack and 3 Aces; with 1 Jack and 3 good suits and void of fourth suit.

Bid Solo with: 5 trumps and 3 outside tricks; with 6 trumps and 2 outside tricks; with 7 trumps and 1 outside trick. *Or if the hand counts up to eight, counting each trump and each outside Ace and guarded ten as one. Do *not* bid Solo with 7 trumps and no outside tricks.

Bid Grand with: 4 Jacks and a long suit; with 3 Jacks and an established suit; with Jack of Clubs, Jack of Spades, and 5 sure tricks in two suits; when Forehand with 2 Jacks and 2 suits, or 1 Jack and 3 suits; when Middlehand with 2 Jacks and 3 suits, or 1 Jack and 4 suits.

With *no* Jacks, the Player should have: 4 Aces and 3 tens; or 3 Aces and 4 tens.

Bid Guckser Grand when you have dangerous cards to lay away.

Do not bid with 4 Jacks and no outside protection.

Bid Grand Ouvert with: 4 Jacks and Ace and 5 small cards; with 4 Jacks and 4 Aces and 2 tens.

When Forehand with—Jack of Clubs, Jack of Spades and an established suit; with Jack of Clubs, Jack of Hearts, Jack of Diamonds, and an established suit.

Bid Nullo with: A weak hand with low cards.

Do not bid without the seven of your long suit.

Bid Nullo Ouvert with: A hand so weak that it can be played with cards exposed.

When the Player takes up the Skat cards he must discard or “lay away” two cards in their place.

*By permission of Mr. R. F. Foster.

MATADORES AND MULTIPLIERS

VALUE OF THE HAND

Matadores—A sequence of trump cards beginning with the Jack of Clubs, and ending when the sequence is broken.

Schneider—Making 91 points.

Schwarz—Taking all tricks.

To find full value of the hand multiply the unit value of the game by: 1 for game; 2 for game with Schneider; 3 for game with Schneider announced; 3 for game with Schwarz; 4 for game with Schwarz after announcing Schneider; 5 for game with Schwarz announced, and 1 for each Matadore that the Player is "with" or "without."

Pass't Nicht Tourné, Guckser Grand, and Guckser Nullo lose double, and with them Schneider and Schwarz cannot be announced.

ADVICE FOR BIDDING

Examine the hand and decide on its bidding value.

Remember that points, not tricks, count for game.

Remember that though Jacks have the highest trick taking value, they count but two toward game.

With suits of equal length, make trump the one with the weaker cards, relying on the stronger suit for outside tricks.

Try and infer what game is being bid for against you.

Do not overbid your hand.

GENERAL RULES

FOR THE PLAYER

Lead trumps, then long suit. With 1 Jack, Ace, ten and two small cards, lead low. With two Jacks, Ace, ten and two small cards, lead Jacks, then low. With Jack of Clubs, or Jack of Spades, and small cards only, lead low. With two or more Jacks of equal value, under-lead.

Plain Suit Leads—With an established suit, lead it. With a long Ace, King suit, lead the Ace. With a short Ace, King suit, lead low. With ten, King only, lead a ten.

When Third Hand discard losing cards, if the tricks are worthless, but trump if you want the lead.

FOR OPPONENTS

Watch the fall of the cards.

Lead long suit *through* the Player, and short suit *to* the Player.

Get the Player in the middle.

If the Player does not lead trumps, lead them through him.

Play the highest card of the suit, no matter how low, on partner's trick and the lowest on the Player's.

Holding both Ace and ten of a suit, discard the Ace on partner's trick.

Keep a guarded ten, rather than an Ace, at the last.

Protect the suit your partner discards.

With Ace, King and two small cards, when the Player is in the middle, lead the King.

When partner leads short to the Player, overtake his trick and return the suit.

Lead a singleton ten to the Player.

In Solos, lead Aces and change suits.

In Grands, lead always the long suit.

In Nullos, lead singleton or short suits.

TOURNE

Tourné (to turn)—The Player turns one of the Skat cards, the suit of which becomes trump, adds the other card to his hand, and lays away two cards.

Jacks and a suit are trumps, game values are increased by multipliers, Schneider and Schwarz cannot be announced.

POSITION

Forehand is the best position.

Unit Value of the game: Diamonds, 5; Hearts, 6; Spades, 7; Clubs, 8.

Value of the lowest bid is ten.

There are eleven trumps and seven cards in each plain suit.

Cards rank Ace, ten, King, Queen, nine, eight and seven.

BIDDING

Bid for Tourné with: 2 Jacks and 2 Aces and a third suit protected; 3 Jacks and 1 Ace; 1 Jack and 3 Aces; 1 Jack and 3 good suits and void of fourth suit.

RULES FOR THE PLAYER

Lay away high trumps when in danger, or high cards of plain suits, such as singleton tens, or from long Ace, ten suits.

With ten and a small card in one suit, and a singleton in another, lay away the ten and singleton.

Lay away to strengthen a long suit, and rid the hand of one suit.

When in the middle or backhand position, the first object is to obtain the lead.

LEADS FOR THE PLAYER

If strong in trumps, lead best trump, then small.

If too weak to lead trumps, lead Aces, preferably, Ace, ten suits.

OPPONENTS' PLAYS

Try to get the Player in the middle.

Avoid Ace leads because the Player has laid away any unprotected tens.

Lead a small card of your long suit *through* the Player.

Lead a short suit *to* the Player.

Lead preferably from suits which contain neither Ace nor ten.

If holding the lowest Jack and a small trump, play the Jack on the first round to give your partner information.

PASS'T NICHT TOURNE

A Tourné in which the Player is not suited with the first card he turns, he then faces the other, which must be the trump. Play as Tourné.

SOLO

Solo (alone). The Player announces a trump and plays without the assistance of the Skat, though the points contained therein count for him at the end of the game. Jacks and a suit are trumps, game values are increased by multipliers; Schneider and Schwarz can be announced.

POSITION

Forehand is the best, if strong in trumps.

Backhand is best, if with long weak trumps and short suits.

UNIT VALUES OF THE GAME

Diamonds, 9; Hearts, 10; Spades, 11; Clubs, 12.

Value of the lowest bid is eighteen.

There are eleven trumps, and seven cards in each plain suit.

Cards rank: Ace, ten, King, Queen, nine, eight and seven.

BIDDING

Bid Solo with: 5 trumps and 3 outside tricks; 6 trumps and 2 outside tricks; 7 trumps and 1 outside trick. * Or if the hand counts up to eight, counting each trump, and each outside Ace and guarded ten as one.

A 7 counting Solo is generally safe for forehand and backhand when holding a good three-card suit to establish.

Do not bid with 7 trumps and no outside tricks.

LEADS FOR THE PLAYER

Always lead trumps.

With all four Jacks, lead Jack of Clubs, then under-lead; with three best Jacks, under-lead; with three Jacks, without the Jack of Clubs, lead until it falls; with Jack of Clubs and Jack of Spades, lead Jack of Spades; with Jack of Spades and Jack of Diamonds, lead Jack of Diamonds; with Jack of Spades and Jack of Hearts, lead Jack of Hearts; with Jack of Hearts and Jack of Diamonds, lead a Jack only when you have the Ace and ten also; with but 1 Jack, not the Jack of Clubs, lead a low trump.

OPPONENTS' PLAY

Lead Aces and change suits. Get the Player in the middle.

Play the highest card of the suit on partner's trick and the lowest on the Player's.

With ten, King suits, lead King. Avoid leading from tenaces.

Play Ace second hand on partner's lead, but keep command of the Player's suit.

Usually cover a Jack with a Jack, but do not play the Jack of Clubs second hand on the lowest Jack led.

With ten and Queen of a suit, cover a King led.

Discard to get rid of a suit.

*By kind permission of Mr. R. F. Foster.

GRAND SOLO

Grand Solo. The Player plays without the help of the Skat, though the points contained therein count for him at the end of the game. Jacks are the only trumps, the unit value of the game is increased by multipliers; Schneider and Schwarz can be announced.

POSITION

Forehand is the best—Middlehand is the worst. Unit value of the game, 16. Value of the lowest bid is 32. There are four trumps and seven cards in each suit. Cards rank, Ace, ten, King, Queen, nine, eight and seven.

BIDDING

Bid Grand with: 4 Jacks and a long suit; 3 Jacks and an established suit—Jack of Clubs and Jack of Spades and 5 sure tricks in two suits.

Realize the importance of position—when Forehand bid with 2 Jacks and 2 suits, or 1 Jack and 3 suits. When Middlehand bid with 2 Jacks and 3 suits, or 1 Jack and 4 suits.

With *no* Jacks the Player should have 4 Aces and 3 tens, or 3 Aces and 4 tens.

RULES FOR THE PLAYER

Under-lead the Jacks as in Solo.

With 4 Jacks, lead long suit; with 3 Jacks, lead a Jack; with 2 best Jacks, lead one; with 2 losing Jacks, do not lead one unless strong in at least three suits, lead the longest suit and try to force the adversaries; with 1 Jack and all four suits, lead a Jack; with no Jacks, lead Aces and change from suit to suit.

If a trick in a suit must be lost, lose it at once, before the adversary's partner can fatten.

RULES FOR OPPONENTS

Always lead the long suit, never a singleton.

Get the Player in the middle.

Keep command of the Player's suit, do not help him establish it.

GRAND GUCKSER

Guckser (to look in)—The Player plays Grand with the help of the Skat. Jacks are the only trumps; the unit value of the game is increased by multipliers, but Schneider and Schwarz cannot be announced.

POSITION

Forehand is the best, though position is not so important as in most cases.

Unit value of the game:

If won, 12; if lost, 24.

Value of the lowest bid is 24.

There are four trumps and seven cards in each suit.

Cards rank Ace, ten, King, Queen, nine, eight and seven.

BIDDING

Bid Guckser only when you want to lay away cards that are in danger.

When in Middlehand or Backhand position, bid with 2 Jacks and 3 Aces; or 3 Jacks and 2 Aces.

Do not bid with 4 Jacks and no outside protection.

LAYING AWAY

Do not lay away from your long suit.

Lay away high counting cards that are in danger.

Lay away unguarded tens.

With ten and a small card of one suit and a singleton of another, lay away the ten and the singleton.

LEADS FOR THE PLAYER

Lead Jacks as in Grand Solo, then Ace, ten suits; with Ace, ten, King, lead Ace, then King; with Ace and four or more small cards, lead the Ace; with Ace and three small cards, lead low; with ten, King only, lead ten.

RULES FOR OPPONENTS

Lead a long suit, never a singleton.

Lead King from ten, King.

Keep command of the Player's suit.

Discard an Ace rather than a guarded ten.

Discard singletons.

GRAND TOURNE

Grand Tourné. The Player bids for Tourné, but turning a Jack may announce Grand.

If the second card turned in Pass't Nicht Tourné is a Jack it can also be played a Grand, but loses double. Jacks are the only trumps; the unit value of the game is increased by multipliers; Schneider and Schwarz cannot be announced.

POSITION

Forehand is the best.

Unit value of game is 12.

Value of the lowest bid is twenty-four.

There are four trumps and seven cards in each suit.

Cards rank Ace, ten, King, Queen, nine, eight and seven.

BIDDING

Play Grand Tourné when the suit of the Jack turned is unfavorable as a trump and there is a chance to win the game as a Grand.

RULES FOR THE PLAYER

Lead and play as in Guckser Grand.

RULES FOR OPPONENTS

Lead and play as in Guckser Grand.

GRAND OUVERT

THE MOST VALUABLE GAME IN SKAT

Grand Ouvert (open grand). The Player plays with cards exposed and must take every trick. Jacks are the only trumps; unit value of the game is increased by multipliers; the Player announces Schwarz.

POSITION

Not important.

Unit value of the game is 24.

Value of the lowest bid is 144.

Value of the highest bid is 216.

There are four trumps and seven cards in each suit.

Cards rank Ace, ten, King, Queen, nine, eight and seven.

BIDDING

Bid Grand Ouvert with:

4 Jacks and a six-card suit, headed by the Ace.

4 Jacks, 4 Aces and two tens.

When Forehand, with:

Jack of Clubs, Jack of Spades and an established suit.

Jack of Clubs, Jack of Hearts, Jack of Diamonds and an established suit.

RULES FOR THE PLAYER

The Player must take every trick.

NULLO

Nullo (none). The Player must not take a trick. Game has a fixed value; there are no trumps, no multipliers.

POSITION

Backhand is the best. Forehand is the worst.

Fixed value of the game, 20.

Value of bid, 20. There are eight cards in each suit.

Cards rank Ace, King, Queen, Jack, ten, nine, eight, seven.

BIDDING

Bid Nullo with a very weak hand with low cards. Do not bid without the seven of your long suit or when holding ten and eight of a suit, either long or short.

RULES FOR THE PLAYER

Lead a singleton eight or nine.

With the nine and seven only in a suit, lead the nine.

With the King and seven only in a suit, lead the seven.

Do not lead a singleton seven.

Do not lead a long suit ending with nine and seven.

Do not lead a six-card suit.

Discard dangerous cards, or to get rid of a suit.

RULES FOR OPPONENTS

Lead singletons or short suits.

Always return partner's lead, never the Player's.

Lead the suit your partner discards.

With three-card suits, lead the middle card, then low.

With Ace and seven, or King and seven of a suit, lead high, then low.

Do not overtake the Player's original lead of a nine.

Discard weakness.

GUCKSER NULLO

Guckser Nullo. A Nullo where the Player has the help of the Skat. Game has a fixed value. No trumps, no multipliers. The Player must not take a trick.

POSITION

Backhand is best.

Fixed value of the game. Won 16, lost 32.

Value of bid is sixteen.

There are eight cards in each suit.

Cards rank Ace, King, Queen, Jack, ten, nine, eight and seven.

BIDDING

Bid Guckser Nullo when you have a Nullo hand with one or two dangerously high cards that you want to lay away.

RULES FOR THE PLAYER

Play as in Nullo.

RULES FOR OPPONENTS

Play as in Nullo.

NULL OUVERT

Null Ouvert (open). A Nullo so weak that it can be played with cards exposed.

Fixed value of the game is 40.

REVOLUTION

A Nullo so weak that it can be played with cards exposed, and allowing opponents to consult as to play.

Fixed value of the game is 60.

RAMSCH

Ramsch is played when no one bids. The player receiving the most points loses the game. Jacks are the only trumps. There are no multipliers; the game has a fixed value; the Skat belongs to the player taking the last trick.

VALUE OF THE GAME—20

If one player takes no trick, 30. If two players take no trick, 50. In case of a tie, the player taking the last trick loses. There are four trumps, as in Grand, and seven cards in each suit. Cards rank Ace, ten, King, Queen, nine, eight and seven.

PLAY OF THE GAME

Each player is for himself and tries to force points on his opponents.

With losing Jacks, lead one.

Lead the top of two-card suits.

Lead the intermediate card from three-card suits.

Keep the lowest card of your long suit in order to avoid the lead.

If you have to take a trick in a suit, take it before one adversary can discard.

Try to get rid of a suit by discarding.

ADVICE

It is more dangerous to bid "without" than "with."

Do not draw too close an inference from the low bids of poor players, they may hold the high cards which you hope to find in the Skat.

Remember that all Jacks are not Matadores, and do not misuse the word.

Sacrifice high cards willingly when necessary.

Learn to count 61.

Allow no word or expression of yours to influence a play.

AS THE PLAYER

Be careful of passing tricks if it leaves the wrong hand in the lead.

Realize the importance of holding the Ace and ten of trumps in seven-counting solos.

AS OPPONENTS

Keep the Player in the middle.

When he sits on your left, lead your long suit through him; when he is on your right, your short suit to him.

Play for position in all games where Jacks and suit are trumps, leading your "long suit through" and your "short suit to." Where Jacks alone are trumps, play always your long suit hoping to force one; it is your best defence.

If you have a poor partner, do not make a worse one by unasked-for criticism or advice.

SCORING

The following method of scoring and balancing has been in general use for many years.

If the Player wins, he is scored + the value of his game. If he loses, he is scored - its value, and subsequent points won or lost are added to or deducted from his score, as follows:—

A	B	C	D
+ 24	+ 16	- 48	+ 40
+ 4	- 2		
+ 37			
+ 47			
+ 47	- 2	- 48	+ 40

EXPLANATION OF SCORE

A wins first game + 24; A loses second game - 20, which leaves his score + 4; B wins third game + 16; C loses fourth game - 48; D wins fifth game + 40; A wins sixth game + 33, which makes him + 37; A wins seventh game + 10, which makes him + 47; B loses eighth game - 18, which makes him - 2. Total: A, + 47; B, - 2; C, - 48; D, + 40.

METHODS OF BALANCING

A	B	C	D
+ 47	- 2	- 48	+ 40
+ 49	- 49	- 95	- 7
+ 95	+ 46	- 46	+ 42
+ 7	- 42	- 88	+ 88
+ 151	- 45	- 229	+ 123

A + 47 to B's - 2 = + 49 for A; - 49 for B

A + 47 to C's - 48 = + 95 for A; - 95 for C

A + 47 to D's + 40 = + 7 for A; - 7 for D

B - 2 to A's + 47 = - 49 for B; + 49 for A

B - 2 to C's - 48 = + 46 for B; - 46 for C

B - 2 to D's + 40 = - 42 for B; + 42 for D

C — 48 to A's + 47 = — 95 for C; + 95 for A
 C — 48 to B's — 2 = — 46 for C; + 46 for B
 C — 48 to D's + 40 = — 88 for C; + 88 for D
 D + 40 to A's + 47 = — 7 for D; + 7 for A
 D + 40 to B's — 2 = + 42 for D; — 42 for B
 D + 40 to C's — 48 = + 88 for D; — 88 for C

Simple method of scoring, showing games won and lost, using same figures as in preceding example.

	A			B			C			D		
Deals	Games		Points Won	Games		Points Won	Games		Points Won	Games		Points Won
	+	—		+	—		+	—		+	—	
1	1		24									
2		1				20			20			20
3				1		16						
4			48			48		1				48
5										1		40
6	1		33									
7	1		10									
8			18		1				18			18
Totals	3	1	133	1	1	84		1	38	1		126

EXPLANATION OF SCORING

If Player wins his game, he scores 1 in his + (plus) game column, and the value of the game won in point column; adversaries scoring nothing on that deal.

If Player loses, he scores 1 in his — (minus) game column, and nothing in his point column; but the adversaries place the value of the game he has lost in their point columns, and nothing in their game columns.

After the desired number of rounds have been played, add first the number of each player's games won and games lost, and deduct the lesser from the greater, then add each player's points.

First prize for greatest number of games won, after deducting those lost. Second prize for greatest number of points won.

METHOD OF BALANCING

While balancing is unnecessary, the following example shows that it will give the same result as previous method.

A	B	C	D
+ 133	+ 84	+ 38	+ 126
+ 49	- 49	- 95	- 7
+ 95	+ 46	- 46	+ 42
+ 7	+ 42	- 88	+ 88
+ 151	- 45	- 229	+ 123

A + 133 to B's + 84 = + 49 for A; - 49 for B
 A + 133 to C's + 38 = + 95 for A; - 95 for C
 A + 133 to D's + 126 = + 7 for A; - 7 for D
 B + 84 to A's + 133 = - 49 for B; + 49 for A
 B + 84 to C's + 38 = + 46 for B; - 46 for C
 B + 84 to D's + 126 = - 42 for B; + 42 for D
 C + 38 to A's + 133 = - 95 for C; + 95 for A
 C + 38 to B's + 84 = - 46 for C; + 46 for B
 C + 38 to D's + 126 = - 88 for C; + 88 for D
 D + 126 to A's + 133 = - 7 for D; + 7 for A
 D + 126 to B's + 184 = + 42 for D; - 42 for B
 D + 126 to C's + 38 = + 88 for D; - 88 for C

NOTE

The game values given in this book are the authentic counts in use to-day. A change in the value of Grands is to be proposed at the next Congress and will doubtless be adopted. The New York "enhanced values" are not official or in general use.

* COMPARATIVE GRAND VALUES

	American and German	German Variated	New York Enhanced	Proposed American
Grand Tourné	12	12	12	12
Guckser Won	12	15	18	16
Guckser Lost	24	30	36	32
Grand Solo	16	20	24	20
Grand Ouvert	24	24	Omitted	24

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